

**AMENDMENTS TO THE CLAIMS**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

Claims 1-40 (canceled).

41 (currently amended). A gaming method comprising:

receiving a wager from a player;

displaying an image representing a game;

determining if an event has occurred;

displaying a matrix including a plurality of spaces if the event has occurred, an initial display of the matrix having fewer than all of the plurality of spaces having a trivia topic associated therewith;

providing a pass responsive to receipt of an amount of money or to exchange of an amount of game credits, wherein neither the amount of money nor the amount of game credits is associated with the wager;

receiving a selection of a space having a trivia topic associated therewith;

selecting a trivia question according to the trivia topic associated with the space selected;

displaying the trivia question and a plurality of possible answers to the trivia question;

receiving a selection of one of the plurality of possible answers from the player or a selection of the pass;

determining if the one of the plurality of possible answers is correct or incorrect, or if the pass was selected; and

providing an award if the one of the plurality of possible answers is correct or the pass was selected, but not if the one of the plurality of possible answers is incorrect. and

~~providing a pass for use instead of making a selection of one of the plurality of possible answers in exchange for one of an amount of money and a number of game credits, wherein neither the amount of money nor number of game credits is associated with the wager~~

42 (previously presented). The gaming method of claim 41 wherein the displaying a matrix including a plurality of spaces if the event has occurred further comprises displaying a matrix including a plurality of spaces automatically if the event has occurred.

43 (previously presented). The gaming method of claim 41 wherein the displaying a matrix including a plurality of spaces if the event has occurred further comprises displaying a matrix including a plurality of spaces if the event has occurred and a selection to proceed is received.

44 (previously presented). The gaming method of claim 41 wherein the selecting the trivia question according to the trivia topic associated with the space selected further comprises randomly selecting the trivia question according to the trivia topic associated with the space selected.

Claims 45 and 46 (canceled).

47 (previously presented). The gaming method of claim 41 further comprising: accepting a pass in lieu of a selection of one of the plurality of possible answers.

48 (previously presented). The gaming method of claim 41 further comprising:

receiving a selection of one of the plurality of possible answers from another player.

49 (previously presented). The gaming method of claim 41 further comprising:  
displaying another matrix including another plurality of spaces with associated trivia topics if the one of the plurality of possible answers is correct.

50 (previously presented). The gaming method of claim 41 further comprising:  
receiving a selection of another space having another trivia topic associated therewith;  
selecting another trivia question according to the another trivia topic associated with the space selected;  
displaying the another trivia question and another plurality of possible answers to the another trivia question.

51 (previously presented). The gaming method of claim 41 further comprising:  
providing an award after receiving correct answers associated with more than one trivia topic.

52 (previously presented). The gaming method of claim 41 further comprising:  
providing an award after receiving correct answers associated with a plurality of trivia topics, the plurality of trivia topics associated with spaces defining an arrangement.

53 (previously presented). The gaming method of claim 52 wherein the arrangement is along one of a vertical, a horizontal and a diagonal direction.

54 (previously presented). The gaming method of claim 41 further comprising:

positioning a correct answer indicium in the space selected if the one of the plurality of possible answers is correct.

55 (previously presented). The gaming method of claim 41 further comprising:  
positioning an incorrect answer indicium in the space selected if the one of the plurality of possible answers is incorrect.

56 (previously presented). The gaming method of claim 41 wherein the receiving a wager further comprises receiving a wager via one of a coin acceptor, a bill receiver and a card reader.

57 (previously presented). The gaming method of claim 41 wherein the determining if an event has occurred further comprises determining if an event has occurred wherein the event comprises one of a combination of reels, a hand in video poker and a hand in video blackjack.

58 (previously presented). The gaming method of claim 41 wherein the displaying an image representing a game further comprises displaying an image representing one of a video slot game, a video poker game, a video blackjack game, a video Keno game, and a video bingo game.

59 (currently amended). A gaming system comprising:  
a display unit;  
a wager input device; and  
at least one processing unit operably coupled to the display device, the wager input device and a memory,

the at least one processing unit receiving a wager via the wager input device from a player;

the at least one processing unit causing the display unit to display an image representing a game;

the at least one processing unit determining if an event has occurred;

the at least one processing unit causing the display unit to display a matrix including a plurality of spaces if the event has occurred, an initial display of the matrix having fewer than all of the plurality of spaces having a trivia topic associated therewith;

the at least one processing unit receiving a selection of a space having a trivia topic associated therewith;

the at least one processing unit selecting a trivia question according to the trivia topic associated with the space selected;

the at least one processing unit causing the display unit to display available passes, wherein passes are available responsive to receipt of an amount of money or to exchange of an amount of game credits, wherein neither the amount of money nor the amount of game credits is associated with the wager;

the at least one processing unit causing the display unit to display the trivia question and a plurality of possible answers to the trivia question;

the at least one processing unit receiving a selection of one of the plurality of possible answers from the player or a selection of the pass;

the at least one processing unit determining if the one of the plurality of possible answers is correct or incorrect, or if the pass was selected; and

the at least one processing unit providing an award if the one of the plurality of possible answers is correct or the pass was selected, but not if the one of the plurality of possible answers is incorrect; and

~~the at least one processing unit providing a pass for use instead of making a selection of one of the plurality of possible answers in exchange for one of an amount of money and a~~

~~number of game credits, wherein neither the amount of money nor the number of game credits is associated with the wager.~~

60 (previously presented). The gaming system of claim 59 wherein the at least one processing unit automatically causing the display unit to display a matrix if the event has occurred.

61 (previously presented). The gaming system of claim 59 wherein the at least one processing unit automatically causing the display unit to display a matrix if the event has occurred and a selection to proceed is received.

62 (previously presented). The gaming system of claim 59 further comprising the at least one processing unit randomly selecting the trivia question according to the trivia topic associated with the space selected.

Claims 63 and 64 (canceled).

65 (previously presented). The gaming system of claim 59 further comprising the at least one processing unit accepting a pass in lieu of a selection of one of the plurality of possible answers.

66 (previously presented). The gaming system of claim 59 further comprising the at least one processing unit receiving a selection of one of the plurality of possible answers from another player.

67 (previously presented). The gaming system of claim 59 further comprising the at least one processing unit displaying another matrix including another plurality of spaces with associated trivia topics if the one of the plurality of possible answers is correct.

68 (previously presented). The gaming system of claim 59 further comprising:  
the at least one processing unit receiving a selection of another space having another trivia topic associated therewith;  
the at least one processing unit selecting another trivia question according to the another trivia topic associated with the space selected;  
the at least one processing unit causing the display device to display the another trivia question and another plurality of possible answers to the another trivia question.

69 (previously presented). The gaming system of claim 59 further comprising the at least one processing unit providing an award after receiving correct answers associated with more than one trivia topic.

70 (previously presented). The gaming system of claim 59 further comprising the at least one processing unit providing an award after receiving correct answers associated with a plurality of trivia topics, the plurality of trivia topics associated with spaces defining an arrangement.

71 (previously presented). The gaming system of claim 70 wherein the arrangement is along one of a vertical, a horizontal and a diagonal direction.

72 (previously presented). The gaming system of claim 59 further comprising the at least one processing unit causing the display unit to display a correct answer indicium in the space selected if the one of the plurality of possible answers is correct.

73 (previously presented). The gaming system of claim 59 further comprising the at least one processing unit causing the display unit to display an incorrect answer indicium in the space selected if the one of the plurality of possible answers is incorrect.

74 (previously presented). The gaming system of claim 59 wherein the wager input device is one of a coin acceptor, a bill receiver and a card reader.

75 (previously presented). The gaming method of claim 59 wherein the event comprises one of a combination of reels, a hand in video poker and a hand in video blackjack.

76 (previously presented). The gaming system of claim 75 wherein the game is one of a video slot game, a video poker game, a video blackjack game, a video Keno game, and a video bingo game.

77 (currently amended). A gaming method comprising:

- receiving a wager from a player;
- displaying an image representing a game;
- determining if an event has occurred;
- determining if a player chooses to enter a bonus game if the event has occurred;
- displaying a matrix including a plurality of spaces if the player chooses to enter a bonus game, at least one of the spaces of the plurality of spaces having a trivia topic associated therewith;
- receiving a selection of a space having a trivia topic associated therewith;
- selecting a trivia question according to the trivia topic associated with the space selected;



displaying the trivia question and a plurality of possible answers to the trivia question and displaying a pass, wherein the pass is available responsive to receipt of an amount of money or to exchange of an amount of game credits, wherein neither the amount of money nor the amount of game credits is associated with the wager; and

receiving a selection of one of the plurality of possible answers or a selection of the pass, wherein receiving the selection of the pass is the same as receiving a selection of a correct answer from the plurality of possible answers, but different from receiving a selection of an incorrect answer from the plurality of possible answers

~~providing a pass for use instead of receiving a selection of one of the plurality of possible answers in exchange for one of an amount of money and a number of game credits, wherein neither the amount of money nor number of game credits is apportioned from the wager.~~

78 (previously presented). The gaming method of claim 77 wherein the selecting the trivia question according to the trivia topic associated with the space selected further comprises randomly selecting the trivia question according to the trivia topic associated with the space selected.

Claims 79-81 (canceled).

82 (previously presented). The gaming method of claim 77 further comprising:  
receiving a selection of one of the plurality of possible answers from another player.

83 (previously presented). The gaming method of claim 77 further comprising:  
displaying another matrix including another plurality of spaces with associated trivia topics if the one of the plurality of possible answers is correct.

84 (previously presented). The gaming method of claim 77 further comprising:  
receiving a selection of another space having another trivia topic associated therewith;  
selecting another trivia question according to the another trivia topic associated with  
the space selected;  
displaying the another trivia question and another plurality of possible answers to the  
another trivia question.

85 (previously presented). The gaming method of claim 77 further comprising:  
providing an award after receiving correct answers associated with more than one  
trivia topic.

86 (previously presented). The gaming method of claim 77 further comprising:  
providing an award after receiving correct answers associated with a plurality of trivia  
topics, the plurality of trivia topics associated with spaces defining an arrangement.

87 (previously presented). The gaming method of claim 86 wherein the  
arrangement is along one of a vertical, a horizontal and a diagonal direction.

88 (previously presented). The gaming method of claim 77 further comprising:  
positioning a correct answer indicium in the space selected if the one of the plurality  
of possible answers is correct.

89 (previously presented). The gaming method of claim 77 further comprising:  
positioning an incorrect answer indicium in the space selected if the one of the  
plurality of possible answers is incorrect.

90 (previously presented). The gaming method of claim 77 wherein the receiving a wager further comprises receiving a wager via one of a coin acceptor, a bill receiver and a card reader.

91 (previously presented). The gaming method of claim 77 wherein the determining if an event has occurred further comprises determining if an event has occurred wherein the event comprises one of a combination of reels, a hand in video poker and a hand in video blackjack.

92 (previously presented). The gaming method of claim 77 wherein the displaying an image representing a game further comprises displaying an image representing one of a video slot game, a video poker game, a video blackjack game, a video Keno game, and a video bingo game.

93 (previously presented). The gaming method of claim 77 further comprising:  
accepting the pass in lieu of one of selecting a trivia topic associated with a space having a trivia topic associated therewith and receiving a selection of one of a plurality of possible answers to a trivia question corresponding to a trivia topic.

94 (previously presented). The gaming method of claim 77 further comprising:  
receiving a selection of one of the plurality of possible answers from the player;  
determining if the one of the plurality of possible answers is correct; and  
providing an award if the one of the plurality of possible answers is correct.